

S 013728-000127



You're off to the beach surfing - or are you? If the **TOADS** and **SNAILS** have their way you won't get very far. You are riding to the beach on your motorbike, with your surfboard on your back and sandwiches for lunch. But it's up to you to get there first - and it won't be easy!

WRITTEN BY
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PRODUCED BY
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PLAYERS

Velocipede

Velocipede



Commodore 64 / 128

LOADING INSTRUCTIONS

Hold down **SHIFT** + press **RUN/STOP** and the game will load automatically.

THE STORY

Mr. Megafar lives half a mile from a beach and loves to go swimming in the summer holidays.

However, the road to the beach is usually occupied by hostile creatures going in the opposite direction.

That's no immediate problem for Mr. Megafar, as he has invented a new sort of bicycle called "Velocipede S.T.A." (Simple is Amazing), which is equipped with a playing cannon to blow the creatures to pieces, and powerful springs to make the best jump. But nobody is perfect and it takes a bit to get Mr. Megafar to the beach without crashing into the creatures and losing a life. (Don't worry about the bike, it is easy to re-assemble. If you get to the beach, that is good, but the real time the creatures will have become **DEADLY AND NAUGHTY**. So don't take your concentration. Mr. Megafar's life depends on you!

THE RULES

Before playing, the player can choose the option's speed, lives level and volume. Speed 1 is slow, 2 is medium and 3 is fast. Lives could be set to a maximum of 3. There are 3 levels and the player can earn on the first four. Volume controls the game tone and sound effects.

While playing, the player can move back and forth across the screen, jump (joystick up) and fire (fire button).

The counter, a yellow strip in the middle of the screen, will tell you how much longer you'll have to go. When you have finished, or when you have completed a level, you will get a bonus score for how far you have gone. You also get 100 points for every creature you shoot, some of them can't be shot but that's usually more than one way to avoid them.

PLAYERS

COM 64/128

PLAYERS

HAVE YOU WRITTEN A GOOD GAME?
IF THE ANSWER IS YES, AND YOU WOULD LIKE
PLAYERS TO EVALUATE IT FOR PUBLISHING

THEN WRITE TO:
THE EVALUATION MANAGER
PLAYERS SOFTWARE
MERCURY HOUSE
CALLEVA PARK INDUSTRIAL ESTATE
ALDERMASTON BERKS